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Douglas Enright , Stephen Marschner , Ronald Fedkiw
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3

We present a new method for the animation and rendering of *photo-realistic* water effects. Our method is designed to produce visually plausible three dimensional effects, for example the pouring of water into a glass (see figure 1) and the breaking of an ocean wave, in a manner which can be used in a computer animation environment. In order to better obtain photorealism in the behavior of the simulated water surface, we introduce a new "thickened" front tracking technique to accurately rep ...

8 Meshed atlases for real-time procedural solid texturing 80%
Nathan A. Carr , John C. Hart
ACM Transactions on Graphics (TOG) April 2002
Volume 21 Issue 2

We describe an implementation of procedural solid texturing that uses the texture atlas, a one-to-one mapping from an object's surface into its texture space. The method uses the graphics hardware to rasterize the solid texture coordinates as colors directly into the atlas. A texturing procedure is applied per-pixel to the texture map, replacing each solid texture coordinate with its corresponding procedural solid texture result. The procedural solid texture is then mapped back onto the object s ...

9 Texture synthesis on surfaces 80%
Greg Turk
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

Many natural and man-made surface patterns are created by interactions between texture elements and

surface geometry. We believe that the best way to create such patterns is to synthesize a texture directly on the surface of the model. Given a texture sample in the form of an image, we create a similar texture over an irregular mesh hierarchy that has been placed on a given surface.

Our method draws upon texture synthesis methods that use image pyramids, and we use a mesh hierarchy to ...

10 Synthesizing bidirectional texture functions for real-world surfaces 80%

Xinguo Liu , Yizhou Yu , Heung-Yeung Shum
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

In this paper, we present a novel approach to synthetically generating bidirectional texture functions (BTFs) of real-world surfaces. Unlike a conventional two-dimensional texture, a BTF is a six-dimensional function that describes the appearance of texture as a function of illumination and viewing directions. The BTF captures the appearance change caused by visible small-scale geometric details on surfaces. From a sparse set of images under different viewing/lighting settings, our approach g ...

11 Mastering interactive virtual Bronchioscopy on a Low—end PC 80%

Anna Vilanova , Balint Hegedüs , Eduard M. Gröller , Daniel Wagner , Rainer Wegenkittl , Martin C. Freund
Proceedings of the conference on Visualization '00 October 2000

12 Interactive multi-pass programmable shading 80%

Mark S. Peercy , Marc Olano , John Airey , P. Jeffrey Ungar
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

Programmable shading is a common technique for production animation, but interactive programmable shading is not yet widely available. We support interactive programmable shading on virtually any 3D graphics hardware using a scene graph library on

top of OpenGL. We treat the OpenGL architecture as a general SIMD computer, and translate the high-level shading description into OpenGL rendering passes. While our system uses OpenGL, the techniques described are applicable to any retained mode i ...

13 Immersive teleconferencing: a new algorithm to generate seamless panoramic video imagery 80%

Aditi Majumder , W. Brent Seales , M. Gopi , Henry Fuchs
Proceedings of the seventh ACM international conference on Multimedia (Part 1) October 1999

This paper presents a new algorithm for immersive teleconferencing, which addresses the problem of registering and blending multiple images together to create a single seamless panorama. In the immersive teleconference paradigm, one frame of the teleconference is a panorama that is constructed from a compound-image sensing device. These frames are rendered at the remote site on a projection surface that surrounds the user, creating an immersive feeling of presence and participation ...

14 The lumigraph 80%

Steven J. Gortler , Radek Grzeszczuk , Richard Szeliski , Michael F. Cohen
Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996

15 Moving cursor plane for interactive sculpting 80%

Elvis Ko-Yung Jeng , Zhigang Xiang
ACM Transactions on Graphics (TOG) July 1996
Volume 15 Issue 3

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Shenchang Eric Chen
Proceedings of the 22nd annual conference on Computer graphics and interactive techniques September 1995

17 The i750 video processor: a total multimedia solution 80%

Kevin Harney , Mike Keith , Gary Lavelle , Lawrence D. Ryan , Daniel J. Stark
Communications of the ACM April 1991
Volume 34 Issue 4

18 Visualisation: Simplistic dynamic image based rendering 77%

Niklas Bakos , Claes Järvman , Mark Ollila
Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia February 2003

We present a very inexpensive way of creating dynamic image-based renderings of digitally recorded, photo realistic, real-life objects. Together with computer vision algorithms, the recorded person is visualized using the Relief Texture Mapping algorithm [Oliveira et al. 2000]. This mapping technique requires depth information for all texels representing the recorded object from all recorded views. By using two digital video cameras, the dynamic object is recorded in stereo in different views to ...

19 Rendering: Multiple light field rendering 77%

Jarno van der Linden
Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia February 2003

A light field is a 4D function describing the radiance across a boundary between the volume containing a scene, and the disjoint volume in which the eyepoint may be placed. Light field rendering is the process of rendering novel views of a scene captured by the light field function. It is a purely image-based rendering technique which uses no geometric knowledge of the scene. Although the lack of needed geometric information make light fields an attractive way of capturing real-world scenes, it ...

20 Modelling: Real-time procedural generation of `pseudo infinite' cities 77%

Stefan Greuter , Jeremy Parker , Nigel Stewart , Geoff Leach
Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia February 2003

We present an approach to procedural generation of `pseudo infinite' virtual cities in real-time. The cities contain geometrically varied buildings that are generated as needed. The building generation parameters are created by a pseudo random number generator, seeded with an integer derived from the building's position. The varied building geometries are extruded from a set of floor plans. The floor plans for each building are created by combining randomly generated polygons in an iterative pro ...
